## CLAIMS

1.    (Currently Amended)  A method for managing time-sensitive packetized data streams at a receiver, comprising:

receiving a time-sensitive packet of a data stream;

comparing an energy level of a payload signal of the packet to an energy level of a payload signal of a previous packet; ~~and~~

either dropping or playing the packet based on the comparison;

storing the packet in a buffer;

wherein either dropping or playing the packet based on the comparison comprises either dropping or playing the packet based on the comparison and a fullness of the buffer;

determining whether to insert a filler packet based on the comparison and the fullness of the buffer; and

wherein determining whether to insert the filler packet comprises:

determining if an underrun condition exists in the buffer; and

determining if a previous packet can be repeated or if a new packet needs to be inserted.

2.    (Canceled)

3.    (Canceled)

4.    (Original)   The method of Claim 1, wherein the time-sensitive packet comprises a real-time packet.

5.    (Original)   The method of Claim 1, wherein the payload signal is a voice signal.

6.    (Previously Presented) The method of Claim 1:

further comprising analyzing the energy level of the payload signal for the comparison of the energy level of a payload signal of the packet to an energy level of a payload signal of a previous packet; and

wherein analyzing the energy level of the payload signal of the packet comprises:

determining a short term average energy of the payload signal;

determining a noise floor estimate; and

comparing the short term average energy and the noise floor estimate.

7.      (Canceled)

8.      (Canceled)

9.      (Canceled)

10.     (Currently Amended)   The method of Claim 1~~Claim 2~~, further comprising determining whether an overflow condition exists in the buffer.

11.    (Currently Amended)  A set of logic encoded in media for managing time-sensitive packetized data streams at a receiver, the logic, when executed by a computer, operable to:

receive a time-sensitive packet of a data stream;

compare an energy level of a payload signal of the packet to an energy level of a payload signal of a previous packet; ~~and~~

either drop or play the packet based on the comparison;

store the packet in a buffer;

wherein logic operable to either drop or play the packet based on the comparison comprises logic operable to either drop or play the packet based on the comparison and a fullness of the buffer;

determine whether to insert a filler packet based on the comparison and the fullness of the buffer;

determine if an underrun condition exists in the buffer; and

determine if a previous packet can be repeated or if a new packet needs to be inserted.


12.    (Canceled)


13.    (Canceled)


14.    (Original)  The logic of Claim 11, wherein the time-sensitive packet comprises a real-time packet.


15.    (Original)  The logic of Claim 11, wherein the payload signal is a voice signal.


16.    (Previously Presented)  The logic of Claim 11, wherein:

the logic is further operable to analyze the energy level of the payload signal for the comparison of the energy level of a payload signal of the packet to an energy level of a payload signal of a previous packet; and

wherein logic operable to analyze the energy level of the payload signal comprises logic operable to:

determine a short term average energy of the payload signal;

determine a noise floor estimate; and

compare the short term average energy and the noise floor estimate.


17.     (Canceled)


18.     (Canceled)


19.     (Canceled)


20.     (Currently Amended)   The logic of <u>Claim 11</u><s>Claim 12</s>, wherein the logic is further operable to determine whether an overflow condition exists in the buffer.

21.    (Currently Amended)   A system for managing time-sensitive packetized data streams at a receiver, comprising:

means for receiving a packet of a data stream;

means for comparing an energy level of a payload signal of the packet to an energy level of a payload signal of a previous packet; ~~and~~

means for either dropping or playing the packet based on the comparison<u>;</u>

<u>means for storing the packet in a buffer; and</u>

<u>means for either dropping or playing the packet based on the comparison comprises means for either dropping or playing the packet based on the comparison and a fullness of the buffer;</u>

<u>means for determining whether to insert a filler packet based on the comparison and the fullness of the buffer;</u>

<u>wherein means for determining whether to insert the filler packet comprises:</u>

<u>means for determining if an underrun condition exists in the buffer; and</u>

<u>means for determining if a previous packet can be repeated or if a new packet needs to be inserted.</u>


22.    (Canceled)


23.    (Canceled)


24.    (Original)   The system of Claim 21, wherein the time-sensitive packet comprises a real-time packet.


25.    (Original)   The system of Claim 21, wherein the payload signal is a voice signal.


26.    (Previously Presented) The system of Claim 21:

further comprising means for analyzing the energy level of the payload signal for the comparison of the energy level of a payload signal of the packet to an energy level of a payload signal of a previous packet; and

wherein means for analyzing the energy level of the payload signal of the packet comprises:

means for determining a short term average energy of the payload signal;

means for determining a noise floor estimate; and

means for comparing the short term average energy and the noise floor estimate.


27.    (Canceled)


28.    (Canceled)


29.    (Canceled)


30.    (Currently Amended)  The system of Claim 21Claim 22, wherein means for determining whether to drop the packet comprises means for determining whether an overflow condition exists in the buffer.


31.    (Canceled)


32.    (Canceled)


33.    (Canceled)


34.    (Canceled)